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Agah, A.; Tanie, K.;
Robotics and Automation, 1997. Proceedings., 1997 IEEE International Conference on
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2. The Demo III UGV program: a testbed for autonomous navigation research

Shoemaker, C.M.; Bornstein, J.A.;
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Intelligence in Robotics and Automation (CIRA), Intelligent Systems and Semiotics (ISAS), Proceedings
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14-17 Sept. 1998 Page(s):644 - 651

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3. Man multi-agent interaction in VR: a case study with RoboCup

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Staffan Björk, Jussi Holopainen, Peter Ljungstrand, Karl-Petter Åkesson

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6
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We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete – though very different – game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.

Keywords: Computer games, Computer-based entertainment, Game design, Ubiquitous computing

2 [Integrating E-Commerce and Games](#)

Nizami Cummins

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6
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Keywords: Agency, Brand, Context awareness, E-commerce, Games, Interaction design, Narrative, Simulation, User, e-CRM

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game server code of the PC-version re-used ...

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